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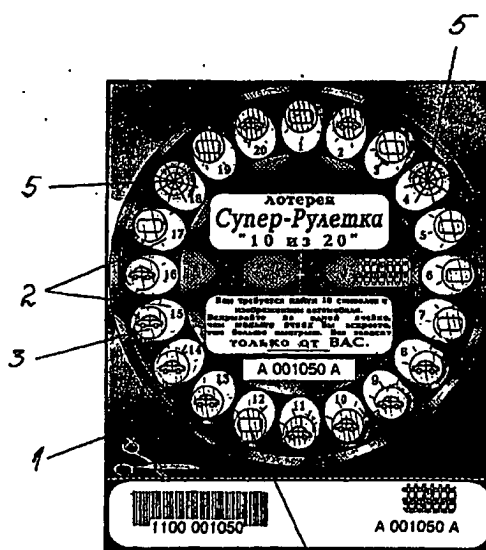
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(54) **LOTTERY GAME**

(57) The essence of the present lottery is that there are play sections on each lottery ticket with "prize" play symbols, forming a prize combination, the number of which is less than the total number of the play sections. The players remove from the latter the protecting

opaque masks until exposing the prize combination, at that the prize is the value which decreases proportionally to the number of additionally revealed play sections exceeding the number of the sections with "prize" symbols forming the prize combination.



Description

Field of the Invention

[0001] The present invention relates to the field of mass entertainment and can be used for organization of instant lotteries while conducting advertising campaigns by manufactures or trade organizations, firms rendering various services.

Prior Art

[0002] From the prior art the lottery is known in which the players remove protecting opaque masks from the play sections on the lottery ticket and reveal play symbols according to which the prize is determined, at that the player himself chooses the number of revealed sections (ref. patent RU 2051730, cl. A63F 3/06, 1996).

[0003] In accordance with the present instant lottery the player himself has the opportunity to effect the result of the game owing to various actions with the ticket, but the personal interest is limited by the fact that the prize combination is only on the part of raffled tickets.

[0004] The lottery is also known based on consecutive revealing on the lottery ticket the sections with play symbols by removing the protecting opaque masks, at that the part of play symbols contain the information about the prize (ref. application of Japan J P 0531784, cl. A63F 1/04, 1993).

[0005] The drawback of this game is its complexity and long duration of the process of the prize determination, this reduces ardour and play interest.

[0006] The closest position to the present invention is occupied by the instant lottery in which the players reveal on the lottery ticket the play sections with the play symbols by removing from the latter the protecting opaque masks and determine the prize in accordance with the set of prize combination of revealed play symbols, at that each lottery ticket contains a prize play combination of "prize" play symbols, the number of which is less than the total number of located on the lottery ticket play sections, and stipulated by the lottery game number of revealed sections is more than the number of sections with "prize" play symbols, but less than the total number of play sections (ref. application PCT, WO 98/02222, cl. A63F 3/06, 1998).

[0007] Above mentioned lottery game allows the player instantly determine the prize and at that to effect himself the final result. However the prize combination is gained by the player not in every case, that doesn't promote extension of mass character and play interest.

Disclosure of the Invention

[0008] The present invention aims increasing play interest and ardour of the players while conducting an instant lottery as well as increasing the number of the participants.

[0009] The solution of the raised problem is provided by the fact that in the lottery game in which the players reveal on the lottery ticket the play sections with various play symbols by removing from the latter the protecting opaque masks and determine the prize in accordance with the prize combination of revealed play symbols, at that each lottery ticket contains a prize combination of "prize" play symbols, the number of which is less than the total number of located on the lottery ticket play sections with the play symbols, in accordance with the present invention the players remove the protecting opaque masks from the play symbols until exposing the prize combination, and the prize is a value which decreases proportionally to the number of additionally revealed play sections, exceeding the number of sections with "prize" play symbols forming the prize combination.

[0010] The declared method of conducting instant lottery game allows to increase the interest of the players, because as a result the prize combination is always determined, but with different number of revealed sections, equal or more, than the number of sections with "prize" symbols, making a prize combination, and consequently to draw more participants to the game.

Brief Description of the Drawings.

[0011] The drawing represents general view of the lottery ticket for conducting the lottery game.

[0012] The Preferred Embodiment of Carrying out the Invention

[0013] The lottery ticket has decorative base 1 where there are play sections 2 with "prize" symbols 3, positively informing about the prize, and with "non-prize" play symbols 4 with negative information which are closed by means of easily removable protecting opaque masks 5. At that the "prize" symbols 3 the number of which is less than the total number of play sections 2 located on the base 1 of the lottery ticket form the prize combination which each lottery ticket contains.

[0014] The lottery game is realized the following way. The players buy the lottery tickets and removing one by one protecting opaque masks 5 in any determined by fortune consequence reveal sections 2 and expose (display) the play symbols 3 or 4 until gaining the prize combination of symbols 3. At that the number of revealed play sections 2 can be equal to the number of the sections with the "prize" play symbols 3 forming the prize combination or exceed it. In the first case the prize is the maximum value, and in the second case the value of the prize decreases proportionally to the number of additionally revealed play sections 2 with "non-prize" play symbols 4, and at revealing all play sections 2 with the play symbols 3 and 4 the organizers as a rule set the value of the prize less than the price of the lottery ticket.

[0015] The drawing represents a variant of a raffled lottery ticket having twenty play sections 2, ten of which contain "prize" play symbols 3, and the total number of

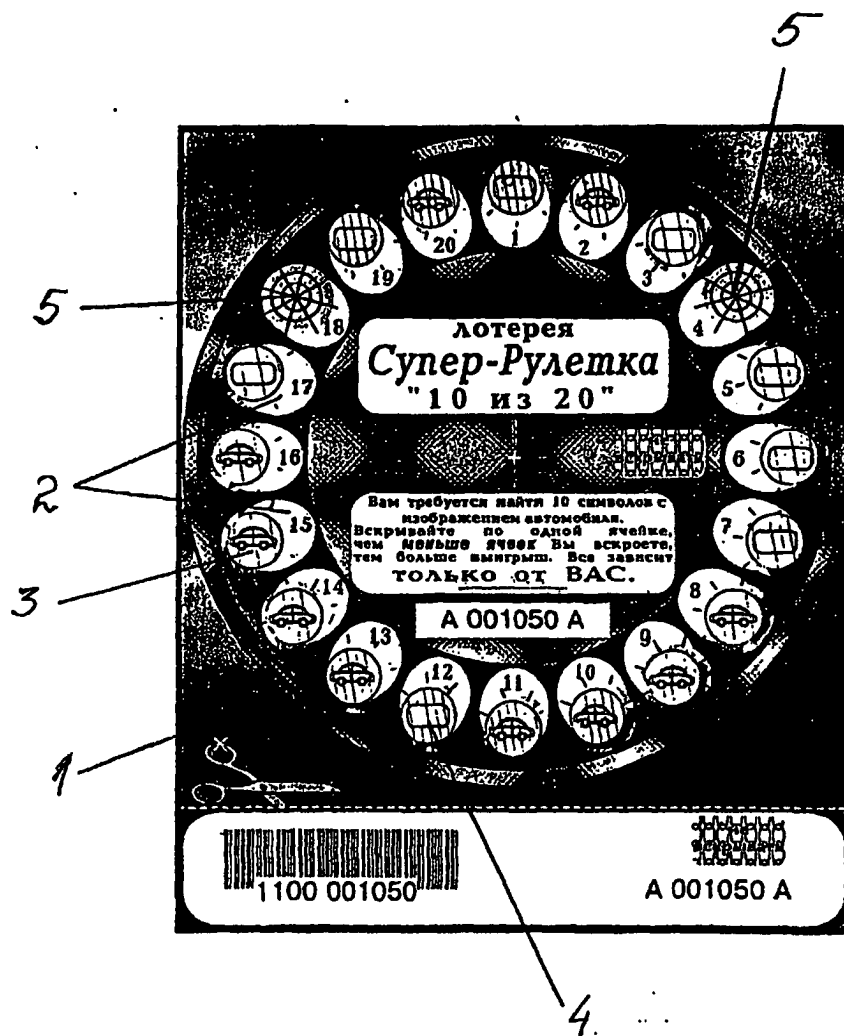
revealed play sections 2 is equal to eighteen. So eight sections with "non-prize" play symbols 4 are additional exceeding the number of play sections 2 with "prize" play symbols 3 forming the prize combination, and the value of the prize at that can be for example 1/8 of the maximum value but not more than the price of the lottery ticket.

Industrial Applicability

[0016] The present invention can be realized by means of issue and sale of lottery tickets with subsequent drawing of the prizes in belongings lottery as well as in advertising the goods, for example by means of placing in the wrapper, or various kinds of services.

Claims

1. The lottery game in which the players reveal on the lottery ticket the play sections with the play symbols by means of removing from the latter protecting opaque masks and determine the prize in accordance with the set of the prize combination of revealed play symbols, at that each lottery ticket contains a prize combination of "prize" play symbols the number of which is less than the total number of located on the lottery ticket play sections with play symbols, characterized in that the players remove the protecting opaque masks from the play symbols until exposing the prize combination, and the prize is the value which decreases proportionally to the number of additionally revealed play sections exceeding the number of the sections with "prize" play symbols forming the prize combination.



INTERNATIONAL SEARCH REPORT

International application No.
PCT/RU 99/00332A. CLASSIFICATION OF SUBJECT MATTER¹:

IPC 7: A63F 3/06

According to International Patent Classification (IPC) or to both national classification and IPC

B. FIELDS SEARCHED

Minimum documentation searched (classification system followed by classification symbols)

IPC 7: A63 F 3/00, 3/06, 3/08; A63J 23/00; B42D 15/00; G07C 15/00

Documentation searched other than minimum documentation to the extent that such documents are included in the fields searched

Electronic data base consulted during the international search (name of data base and, where practicable, search terms used)

C. DOCUMENTS CONSIDERED TO BE RELEVANT

Category*	Citation of document, with indication, where appropriate, of the relevant passages	Relevant to claim No.
X	RU 2120817 C1 (KRAVCHUK S.A.) 27 October 1998 (27.10.98), page 2, lines 4 - 24, 26 - 34, the claims	1
X	GB 2095567 A (WILLIAM THOMAS RUSSELL) 06 October, 1982 (06.10.82), page 2, lines 37 - 50	1
A	EP 0048961 A1 (RUBBEL-SPIEL) 07 April 1982 (07.04.82)	1



Further documents are listed in the continuation of Box C.



See patent family annex.

* Special categories of cited documents:

"A" document defining the general state of the art which is not considered to be of particular relevance

"E" earlier document but published on or after the international filing date

"L" document which may throw doubts on priority claim(s) or which is cited to establish the publication date of another citation or other special reason (as specified)

"O" document referring to an oral disclosure, use, exhibition or other means

"P" document published prior to the international filing date but later than the priority date claimed

"T" later document published after the international filing date or priority date and not in conflict with the application but cited to understand the principle or theory underlying the invention

"X" document of particular relevance; the claimed invention cannot be considered novel or cannot be considered to involve an inventive step when the document is taken alone

"Y" document of particular relevance; the claimed invention cannot be considered to involve an inventive step when the document is combined with one or more other such documents, such combination being obvious to a person skilled in the art

"Z" document member of the same patent family

Date of the actual completion of the international search
21 December 1999 (21.12.99)Date of mailing of the international search report
27 January 2000 (27.01.00)Name and mailing address of the ISA/
RU

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